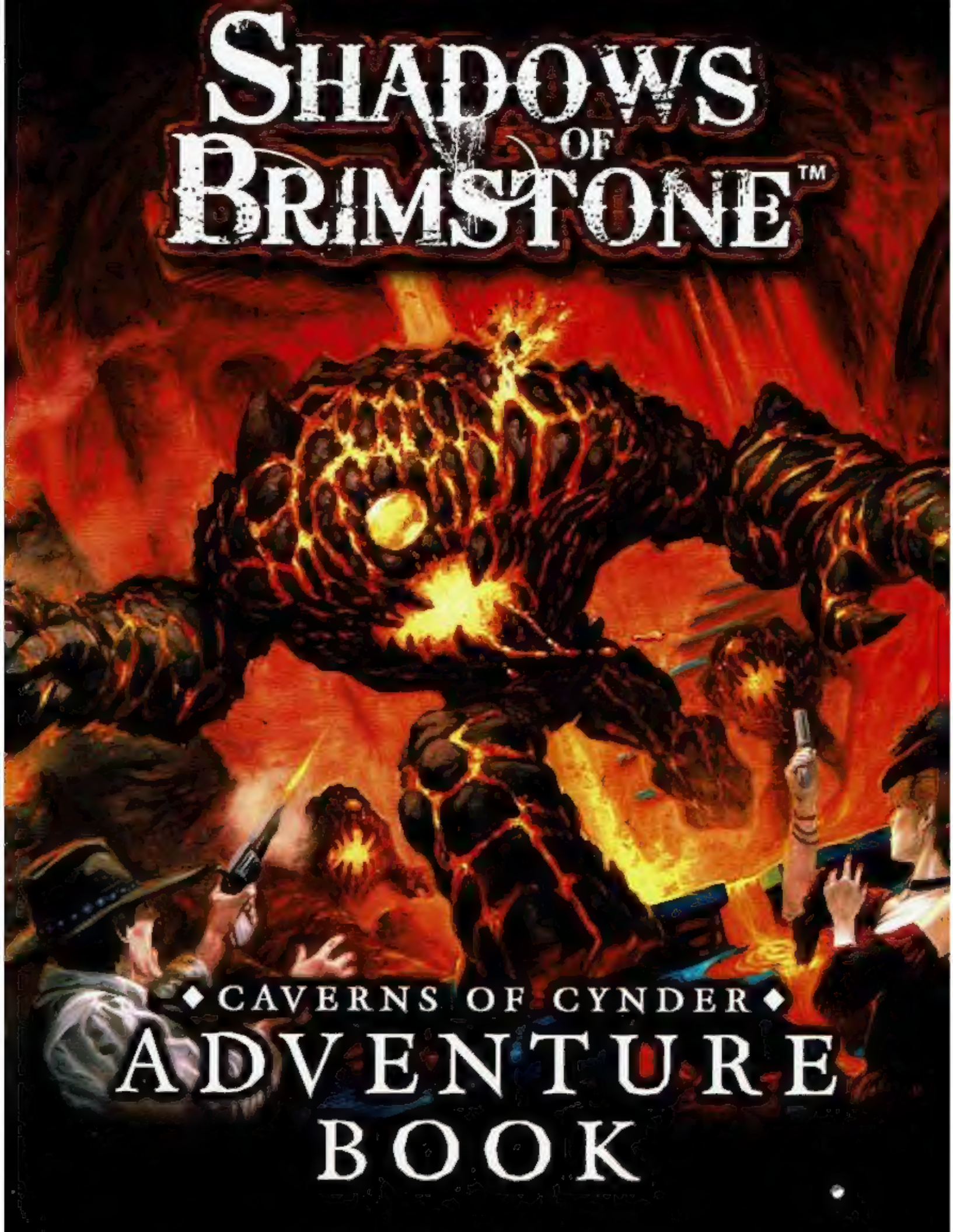
Shadows of Brimstone™



◆ CAVERNS OF CYNDER ◆

ADVENTURE BOOK

Shadows of Brimstone™

Caverns of Cynder Adventure Book

By Jason C. Hill

A fiery dimension of lava and ash, the burning Caverns of Cynder are home to many dark and ancient evils, imprisoned within! Rivers of molten rock flow and pool into lakes of fire, forging fiendish Lava Men to assault any who dare cross over into their world. But there are also treasures to be found, gold and priceless artifacts pulled from across space and time to fill the vaults of Cynder, and the pockets of any traveler bold enough to seek them out!

GAME CONTENTS

- 1 Full-Color 16 page Adventure Book
- 3 Plastic Lava Men Enemies with 40mm Bases
- 1 Entrance Map Tile
- 8 Unique Room Map Tiles
- 4 Standard Room Map Tiles
- 6 Passage Map Tiles
- 18 End Cap Map Tiles
- 6 Gate End Cap Map Tiles
- 1 Double-Sided Enemy Record Sheet
- 18 Mine Map Cards
- 5 Mine Artifact Cards
- 10 Mine Encounter Cards
- 3 Threat Cards
- 15 Card Cynder Encounter Deck
- 10 Card Cynder Artifact Deck
- 18 Card Cynder Map Deck
- 6 Card Cynder Otherworld Threat Deck
- 1 World Card
- 2 Reference Cards
- A large assortment of Die-cut Counters

OVERVIEW

The *Caverns of Cynder* Expansion offers a lot of new material, not only for exploring and fighting your way across the new OtherWorld of Cynder, but also for all of your adventures within the Mines!

New OtherWorld

With this set, gateways have opened up into a new dimension of burning lava and ash - the dreaded Caverns of Cynder! It is a realm ruled over by a dark and ancient evil. To survive adventures in this new world, your Heroes will need to be agile enough to navigate through the lava-filled environment and bold enough to fend off the terrifying new creatures and spirits that will assault them at every turn, threatening to corrupt their very souls!

New Map Tiles

The *Caverns of Cynder* Expansion includes an entire set of 18 brand new, double-sided Map Tiles. This gives you a full set of Map Tiles for the new Caverns of Cynder OtherWorld, but also a new set of Map Tiles for the Mines, including 8 new Unique Rooms, 4 new Standard Rooms, and an additional set of 6 Passages!

New Cards

Also included are all of the OtherWorld card decks for use while in the fiery Caverns of Cynder - Encounters, Artifacts, Map Cards, OtherWorld Threats, and the World Card, as well as a host of new cards for adventuring in the Mines!

New Enemies

From the magma pits of Cynder come the fiendish Lava Men, brutal constructs formed from molten rock and imbued with the burning fires of the ancient evil that created them! This new group of Large-sized Cynder Enemies will terrorize any Heroes that find their way into the caverns, and beyond.

New Missions

There are 6 new Missions in the *Caverns of Cynder* Expansion, each themed around different aspects of the new Map Tiles, Cards, Enemies, and OtherWorld.

Burning Markers

These markers represent the ongoing effect of being burned by lava or a fiery attack. They are placed on a model and then removed over time, doing damage as they go.

Lava Space Markers

Sometimes new Lava Spaces will need to be added to a Map Tile as the crust crumbles beneath a Hero's feet, revealing a deadly flow of magma below. These markers are placed in individual spaces on a Map Tile as called on by card effects.

Liquid Dark Stone

In the Caverns of Cynder, the fires and magma burn so hot that they often melt the Dark Stone buried in the rock, creating veins or flows of liquid Dark Stone. These markers are used for some Encounters, Mission, or Abilities.

Hellfire Markers

These markers represent burning Hellfire and are used for certain Encounters, Artifacts, or Hero/Enemy abilities.

Modifier Tokens

These helpful modifier tokens can be used to show that a Hero or Enemy's stats have changed, based on an Elite ability, going up in Hero level, etc. They have a pale green side for Enemies and a tan parchment side for Heroes and can simply be placed over the appropriate stat on the Hero or Enemy Record Sheet to show the new value.

Poker Chip Tokens

A set of generalized Poker Chip tokens has been included in two sizes and several denominations. These can be helpful for tracking XP earned during a Fight/Adventure, tracking Gold found, or any other thing that may be of use during the game.

Additional Counters

Several additional counters have been provided. These are not needed for the main game but can be used for house rules and Missions, as well as future official content.

THE CAVERNS OF CYNDER

Like all OtherWorlds, the Caverns of Cynder has a set of unique Encounters, Artifacts, Map Cards, and OtherWorld Threat cards, as well as a couple of Global Rules that make adventuring there more distinct. The Global Rules are listed on the World Card included in this expansion.

While exploring the Caverns of Cynder, Heroes will encounter all manner of tormented spirits, shadow creatures, burning pits of magma, and deadly Lava Men. They must navigate the environment carefully to avoid getting burned by the lava, while finding ancient, and sometimes cursed, treasures from across all of space and time. Only the worthy will pass the judgement of the ancients and move through this realm of fire unscathed!

The Caverns of Cynder
Intense Heat: At the start of a Hero's Activation, they take 1 Hit for every Clothing Item they currently have equipped.
Heroes are +1 Max Grit.

Global Rules

Due to the intense heat from the open lakes of fire and lava, just traversing through Cynder can be physically exhausting. As noted on the World Card, at the start of each Hero's Activation, they automatically take 1 Hit for every *Clothing* Item they currently have equipped.

Items may be Equipped or Unequipped at the start of each turn, and Heroes may find it advantageous to take off their Hats, Boots, Coats, etc. until they find themselves in a situation where they will be useful (like a Fight). While Unequipped, an Items gives no benefit to and may not be used by the Hero carrying it.

In addition, the brutal heat and tension in the air raises the Heroes' adrenaline, allowing them to perform feats that might be difficult under normal circumstances. Because of this, all Heroes in Cynder are considered to be +1 Max Grit.

Lava Spaces

Some of the new Map Tiles include special Lava Spaces that can be dangerous for Heroes to traverse. These spaces have a glowing yellow border and a dodge number in one corner of the space (3+, 4+, etc).

When a Hero enters a Lava Space, they must roll a D6 to attempt to safely navigate that space without getting burned (a Hero with Agility 4 or higher may roll two D6 and use the higher of the two rolls).

If the roll is equal to or greater than the dodge number listed in that space (for instance, 4+ require a roll of 4 or higher), the Hero avoids the Lava and is safe. If the roll is less than the dodge number listed, the Hero is burned by the Lava and immediately takes D3 Burning Markers.

Note that Lava Spaces only effect a Hero when he enters the space, not if he starts his move there. Also, Enemies are NOT effected by Lava Spaces and may move through them as though they were normal spaces. The only exception to this is that if a Hero causes an Enemy model to be moved into a Lava

Space (with an ability or Item for instance), that Enemy model is considered to be knocked into the Lava and immediately takes D3 Burning Markers.

Burning Markers

Burning Markers represent a model either catching on fire or being spattered by magma and being continuously burned by the effect. Burning Markers are most often placed on a model when they unsuccessfully try to pass through a Lava Space or if they are hit by a particular ability or attack that adds Burning Markers in addition to the normal Damage.

When a model has one or more Burning Markers at the start of its Activation, one of those Burning Markers is removed and the model takes 2 Wounds, ignoring Defense.

Note that no matter how many Burning Markers the model has, only a single marker is removed per Activation, so they may be burning for many turns, slowly taking damage over time. There is no limit to the number of Burning Markers a model can have on them, though only one marker will be removed each time they Activate.

Hellfire

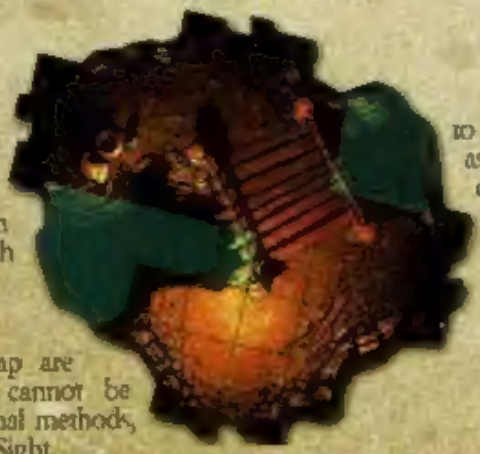
These markers represent bursts of concentrated Hellfire that will scorch anything in their path. Often times a Hellfire marker will be placed on the board and then 'Bounced' one or more times, just like thrown Dynamite. This is to show the unpredictable nature of the flames. Whether or not the marker Bounces, and how many times it Bounces, will be listed in the ability or Encounter that caused the Hellfire marker to be placed.

There is a limit of one Hellfire marker per space.

All markers should be placed and Bounced before the Damage from any of them is resolved. When Bouncing Hellfire markers, they should be rolled and moved one at a time and the Heroes may choose what order to do them in. This order can be important because Hellfire markers will block the Bounce of other Hellfire markers (due to the 1 per space limit).

Once a Hellfire marker lands in its final space, any model in that space takes 1 Hit that does 2D6 Wounds. A Hero hit by this will get their Defense roll as normal, while an Enemy hit by this will subtract their Defense value from the Damage, as normal.

The Rickety Bridge



One of the new Mine Map Tiles is the *Rickety Bridge*. This Map Tile has two areas on it with no grid spaces that are both considered Pits.

Pits -

Pit areas on the map are bottomless chasms that cannot be moved over by conventional methods, but do not block Line of Sight.

All spaces touching a Pit area are considered adjacent to that Pit area.

Movement

Models may not move onto a Pit area unless they are XL size or larger, or have the **Flight** ability (usually only certain Enemies have this ability, such as *Hellflies*). These Models are allowed to enter a Pit area from any adjacent space to it at the cost of 2 spaces of Movement. The model is assumed to be in the entire Pit area. Models may exit the Pit area onto any space adjacent to the Pit. There is no limit to the number of Models that can be on a Pit area at once, and anything that targets the Pit area will effect all of the models there.

Ranged Attacks

Ranged Attacks may trace their Line of Sight onto and across a Pit area without being blocked by it. When counting out the Range to a target, count the entire Pit area as 2 spaces.

Dynamite and Explosives

A Dynamite or Explosive that goes off in a space adjacent to a Pit area will effect any models on that Pit area. A Dynamite or Explosive that goes off ON a Pit area will ONLY hit the models currently on that Pit area (not any adjacent), as the blast happens in mid air above, or down in, the chasm.

Models Knocked Into a Pit

Any model that could not normally move onto a Pit area, but is moved there by some other means, is considered to be knocked into the Pit. If it is an Enemy, it is immediately killed. If it is a Hero, they are KO'd, and considered to be hanging onto the ledge until they can Recover and roll for Injury.

LavaBats and Souls of the Damned

Two of the new OtherWorld Enemies that can be encountered in the Caverns of Cynder are *LavaBats* and *Souls of the Damned*. Both of these Enemies are alternate OtherWorld versions of Enemies found in the *Swamps of Death* Core Set. You do not, however, need to have that Core Set to use this Expansion.

For players that do not yet have the *Swamps of Death* Core Set, we have included simple tokens that can be used to represent these Enemies on the board (in place of miniatures), as well as the basic Enemy Record Sheets for both LavaBats and Hungry Dead, which can be found on page 14 of this rulebook.

NEW MISSIONS

The *Caverns of Cynder* Expansion has 6 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

D6 Roll	Caverns of Cynder Missions
1	Cracks in Reality
2	Defend the Bridge
3	Dark Deal
4	Fire and Ash
5	Hunt for Liquid Dark Stone
6	Broken Seals

Curtain of Cinder
Mission
1

CRACKS IN REALITY

Down in one of the local mines, cracks have opened up in the very fabric of space and time and are pouring Void energy out into the world. This is having a terrible effect on the nearby towns and ranches, mutating the cattle out of control and driving men mad!

One of the frontier Blacksmiths in town tells you that he believes he has created a set of runes, imbued with Dark Stone, that could be used to seal these cracks! If you can fight your way through the hordes of creatures and find all of the cracks in reality, you may just be able to save these people before the cracks expand and consume the whole area.

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

The Heroes must fully explore the mine to it's darkest depths to find all of the cracks and seal them before they expand out of control! Each time the Heroes find a Clue Icon, they have found one of the cracks that needs to be sealed.

Special Rules

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

Finding a Crack

Each time the Heroes find a Clue Icon, they have discovered one of the cracks in reality deep in the mine. After resolving any Encounters and Attacks there, the Heroes automatically seal up the crack using the special Runes provided by the local Blacksmith. Immediately roll the **Peril Die** and move the **Hero Posse marker** that many spaces forward on the Depth Track.

Making Sure All the Cracks are Sealed

When the **Hero Posse marker** has reached the **Darkness Start** space on the Depth Track, they have fully explored the mine, having found and sealed every crack. Once any remaining Enemies on the board have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero gains **50 XP** and **D6x$50** for saving the Town.

Failure

If the Heroes fail the Mission, the cracks in reality expand, consuming part of the neighboring Towns and countryside.

When the Heroes Travel to a Frontier Town before the next Adventure, **the Hotel** and **1 Random Building** there will have been **Destroyed** by the Void energy of the cracks.

Caverns of Cymbre
Mission
2

DEFEND THE BRIDGE

A wave of creatures is headed this way, intent on bursting out of the mine and wreaking havoc across the countryside! Only one thing stands in their way, a lone rickety bridge; the only way across a dark chasm near the mine's entrance. This is where you must make your stand... or die trying! HERE THEY COME!!!!!

Set Up

This Mission has a **Fixed Map Layout**, as shown in the diagram to the right. The entire board should be constructed during Set Up. There are four open-ended **Enemy Entry Points** on the board, as well as the far end of the chasm itself; these are the possible entry points for Enemies to arrive from throughout the game.

You will also need a *Lantern* marker and several markers for *Enemies Approaching* (you can use face down markers with the *Shadows of Brimstone* logo on the back for these). The *Lantern* marker is placed as described in the *Placed Lanterns* Special Rule below. For this Mission, there is no *Old Lantern* card. The *Lantern* marker is used instead. Elect one Hero to roll for *Hold Back the Darkness* each turn.

Each Hero may start anywhere they choose on the board.

After Heroes are placed, draw a **Low Threat** card for each of the 4 normal **Entry Points** (not the chasm). Place those Enemies just off the board near the Entry Point. These Enemies will move onto the board and attack at their Initiative level during the first turn of the game (as detailed in the *Enemy Entry Points* Special Rule below).

Mission Goal

Prevent the Enemies from escaping the Mine! The Heroes must defeat enough Enemies to break the assault, and then kill any remaining Enemies.

Special Rules

Fixed Map

This Mission uses a Fixed Map as shown in the Map diagram to the right. A list of all of the Map Tiles used is provided for easier identification. Map Cards can be used as reference to determine the names of each Map Tile.

Fixed Lantern

At the start of the game, place a *Lantern* marker onto the *Rickety Bridge* Map Tile. This *Lantern* marker cannot be interacted with in any way, and is not considered to be in any particular space; the *Lantern* marker is on the entire Map Tile. The *Lantern* marker lights up the Map Tile it is placed on as well as every adjacent Map Tile, just like the *Old Lantern* card.

Desperation

The Heroes are truly desperate. Any Hero that has no Enemies on their Map Tile may give up their Attack to do one of the following Actions instead:

- Scavenge
- Recover a Grit
- Ready a 'Once per Fight' Item
- Catch Your Breath (Heal D3)

Unlimited Scavenging

Each Map Tile on the board may be Scavenged any number of times (not just once per Map Tile).

Enemy Entry Points Extreme

There are a number of open-ended **Enemy Entry Points** on the board, marked on the diagram to the right. These are not Doors and may not be looked through by a Hero.

At the end of each turn, roll a D6 for each Entry Point. If a 1, 2, or 3 is rolled (or only on a 1 or 2 if there is a Hero on the same Map Tile with the Entry Point), place an *Enemies Approaching* marker by that Entry Point. You can see Enemies coming, but can't tell what they are yet!

If there is already an *Enemies Approaching* marker at that Entry Point, instead, remove the marker and draw a **Low Threat** card. The Enemies on that card are placed just off the board near that Entry Point, as they have arrived and are ready to move onto the board (note that Enemies that have 0 Move, such as *Corpse Piles*, will not take part because they cannot move to enter the board).

Enemies that are not on the board yet may not be targeted or attacked in any way. These Enemies will Activate as normal when it comes to their Initiative in the turn order, and will simply move onto the board from the Entry Point (starting their move on one of the puzzle-cut half-spaces).

The Chasm

Once the Adventure has begun, the chasm under the *Rickety Bridge* also counts as an Enemy Entry Point, and should be rolled for at the end of each turn. Enemies that move onto the board from the chasm are crawling up over the edge of the pit and may move into any space adjacent to that side of the chasm (only the pit area to the right of the Bridge, as marked).

Enemy Tactics - Escape!

In this Mission, Enemies act slightly different than normal in that they are trying to escape the mine! To this end, they will often try to run past Heroes to simply get closer to the Mine Exit.

At the start of each individual Enemy's Move, if that Enemy is within 2 spaces of at least one Hero, roll a D6. On the roll of 1 or 2, that Enemy decides the Heroes are a threat and immediately selects a Random Hero within range to Target. Move the Enemy to attack that Hero as normal. Otherwise, the Enemy will simply move its full movement along the shortest path to the Mine Exit, ignoring any Heroes along the way. Note that these Enemies do not retain targets from turn to turn, so they will roll again next time they Activate, even if they targeted a Hero this turn.

At the end of its movement, if the Enemy is adjacent to one or more Heroes, it will make its attack against a Random adjacent Hero (as it is running by). If that Enemy's movement was blocked (it did not move its full movement distance before needing to stop), it goes *Berserk* and gets double its printed Combat for this Attack!

Enemies with Ranged Attacks will Target a Random Hero within their Attack Range after moving, if none are adjacent.

Enemies Getting Away

Any Enemy that reaches the Mine Exit and moves off the board is assumed to have escaped the Mine! This immediately moves the Darkness marker on the Depth Track 2 spaces forward (or 3 spaces if the Enemy is Large size or bigger).

Surge of Speed

For this Mission, whenever the Darkness reaches a Blood Spatter space on the Depth Track, instead of triggering a *Darkness* card, all Enemies on the board (or waiting at an Entry Point to come onto the board) immediately move 2 spaces along the shortest path to the Mine Exit, ignoring any Heroes nearby.

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Number of Heroes

For this Mission, if you are using 1 or 2 Heroes, at the start of the game, Threat cards are only drawn for each Entry Point on the D6 roll of 1, 2, or 3 (instead of automatically).

If you are using 5 or 6 Heroes, all Threat cards drawn are Med Threats instead of Low Threats.

Objectives

Depth Track - Defeat Enough Enemies

Because there is no Exploration in this Mission, the Hero Posse marker on the Depth Track is used a bit differently than normal. Instead of marking how deep into the mine the Heroes have traveled, it marks how much of the Enemy assault the Heroes have defeated.

The Hero Posse marker starts the game on the *Mine Entrance* space as normal. For every full 3 Enemies the Heroes kill, move the Hero Posse marker down 1 step on the track. For each *Large* or bigger Enemy the Heroes kill, instead move the Hero Posse marker 2 steps on the track.

When the Heroes make the *Hold Back the Darkness* test each turn, if the roll is equal to or higher than the current position of the Hero Posse marker on the Depth Track, the assault is broken! All *Enemy Approaching* markers are removed, and no more Enemies will arrive at the **Entry Points**. The Heroes must now kill all remaining Enemies on the board to successfully complete the Mission (including any that might still show up through **Darkness** cards, etc.).

The Darkness marker on the Depth Track works as normal in this Mission. If the Darkness escapes, the Mission is Failed.

Reward

If the Heroes successfully break the assault and defeat the Enemies, each Hero gains **$200** and may draw **4 Loot cards** (this is instead of getting a Loot card for each grouping of Enemies individually). Shuffle the Loot Deck before each Hero's draw.

Failure

Too many Enemies have escaped the mine and are amassing out on the plains! When traveling to Town, add an extra D6 Traveling Hazards to the journey, and while in Town, roll two dice to see if there is a Town Event each day, using the lower of the two numbers rolled.

Map Tiles:
- Rickety Bridge
- Blocked Rail
- A Reinforced Room
- A Rail Split
- Campsite
- Rail Chutes
- End Cap x 6

Caverns of Cynder
Mission
3

DARK DEAL

As the sun sets, dark clouds swirl over the town and lightning strikes all around! A local farm boy, out of breath from running, shouts that one of the locals has gone mad and run off into the mine. "He's makin' a deal! He's selling us all out to some demon so he can get rich!"

Set Up

This Mission uses the standard set up, but all Heroes start on the *Night Mine Entrance* Map Tile instead of the normal Entrance, as they cannot afford to wait until morning to stop the dark deal from going through.

You will also need the *Campsite* Map Tile. Remove the *Campsite* Map Card from the Map Deck.

Mission Goal

One of the local frontier folk has betrayed his neighbors, selling them out to a Cynder demon for wealth and power! The Heroes are searching for the traitor's Campsite down in the mines to try and prevent his demonic dark deal from going through, before it's too late.

Roll a D6 to determine which towns person has betrayed his neighbors. 1-2 Local Doc, 3-4 Preacher, 5-6 Prospector.

Special Rules

No Gates

No Gates can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Fast Darkness

Whenever the Darkness moves forward on the Depth Track because the *Hold Back the Darkness* roll was failed, it moves one extra space.

Objectives

Find the Campsite

When the Hero Posse Marker reaches the space marked 11 on the Depth Track, the Heroes have found the Door leading to the Objective Room! If the Map Tile is a Passage, one Random exit from that Passage leads to the Objective Room (place an End Cap on any other exits). If it is a Room Map Tile, resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, attach the *Campsite* Map Tile to the final Door as the Objective Room, and place an Exploration Token on it as normal.

Campsite

At the end of the first turn in which one or more Heroes is on the *Campsite* Map Tile, resolve all Growing Dread cards in the stack and then reveal the Exploration Token on the *Campsite*.

Ignore all information on the final Exploration Token except for whether it is an Encounter type token or an Attack type token. (note that the *Growing Dread* token is also an Encounter).

Final Battle

If the token is marked as Encounter, the Heroes are not too late to stop the dark deal! As they burst into the room, the Cynder demon unleashes his Lava Men bodyguards to hold them off, vaporizes the snivelling towns person, and escapes!

Attack! - Elite Lava Men
(1-2 Heroes = 1, 3-4 Heroes = D3, 5-6 Heroes = 3)

If the token is marked as Attack, the Heroes are too late! The demon escapes and the towns person falls to the ground before mutating into a massive Demonic creature! Roll a D6.

1-3 Brutal *Goliath*, 4-6 Brutal *Harbinger*

(If the Hero Posse is Level 5 or Higher, the Brutal Enemy also has ALL 6 of its Elite Abilities).

This creature also has an additional special ability - At the start of each turn, roll a D6. On the roll of 4+, the Demonic creature targets a Random Hero in Line of Sight and does the following (based on which Towns person it was):

- Local Doc - *Summon the Damned* - Place D3 *Souls of the Damned* (OtherWorld Threat - Cynder) in empty spaces adjacent to the target. These models Ambush Attack, targeting that Hero.
- Preacher - *Hellfire Blast* - Place a Hellfire Marker in the target Hero's space as well as in every adjacent space. Any models in these spaces are hit by the Hellfire and then the markers are removed.
- Prospector - *Spews Liquid Dark Stone* - Place a Liquid Dark Stone Marker in the target Hero's space as well as in every adjacent space. Any models in these spaces immediately takes 3 Corruption Hits and D3 Burning Markers, then the Liquid Dark Stone markers are removed.

To successfully complete the Mission, the Heroes must defeat all Enemies on the board.

Reward

Each Hero gains 50 XP and D6 x $100.

Failure

If the Heroes fail the Mission, the Demonic creature escapes, destroying the town. Each Hero gains 1 Corruption Point, ignoring Willpower and they may not visit a Frontier Town, they must go straight to the next Adventure.

FIRE AND ASH

Rumors have been swirling that a mine has been found with a stable gateway leading to another dimension! A smoldering lava world, ruled over by an ancient evil and filled with flows of molten magma and burning lakes of fire. Where Dark Stone melts into liquid and the air you breathe practically burns to the touch! There are stories of dark, sprawling temples devoted to the ancient god Beli'al, watched over by massive stone statues and home to untold treasures, collected from across all of space and time! Of course, there are also tales of hulking monsters made from the very rock and lava itself, and horrific torture chambers filled with chains and brutal tools of torment. It is said that there are entire caverns filled with row upon row of rusty cages, home to lost souls lured by their lust and greed, now waiting to be devoured by the Lord of Cynder, Scourge of Worlds, Last Remaining of the Shadow Kings... Beli'al. But those are all just rumors...right?

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

Find a Gate that leads to the smoldering, lava-filled *Caverns of Cynder* and explore the fiery tunnels. Once in the *Caverns of Cynder*, the Heroes must find 2 Clue Icons to have explored the area and successfully completed the Mission.

Special Rules

All Gates Lead to Cynder

All Gates in this Adventure lead to the *Caverns of Cynder*, even Gates found in the Caverns of Cynder (they lead to a different part of the world).

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Objectives

The Second Clue in Cynder

When the Heroes find the second **Clue Icon** in the *Caverns of Cynder*, they have reached the Objective for exploring this Other World. Ignore any *Attacks* or *Encounters* listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**. Remember, that any time a normal Threat card (Low, Med, or High) would be drawn in an Other World, an *Other World Threat* card is drawn instead. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero gains **25 XP** and may roll a D6. On the roll of 1, 2, 3, or 4, you recover enough gold and trinkets to sell for **D6x$50**. On the roll of 5 or 6, you find a special item buried under a pile of broken bones and ragged clothing. You may draw a **Mine Artifact**, however, the item is cursed. At the end of every Adventure (including this one), a Hero with this Artifact must either take 1 Corruption Point ignoring Willpower or add an extra Traveling Hazard when traveling to Town.

Failure

Lost in the twisting tunnels and lava tube passages of Cynder, the Heroes are scorched by the heat and infected by the darkness all around them. Each Hero takes D6 Corruption Points, ignoring Willpower.

Caverns of Cynder Mission 5

HUNT FOR LIQUID DARK STONE

While visiting the local Blacksmith to browse his wares, you overhear him telling a group of miners about a new material brought back from another world. He calls it, Liquid Dark Stone. It is the most pure form of Dark Stone yet discovered and thus far has only been found in the inhospitable lava world of Cynder. He offers the men top dollar to find their way into that world and bring back a load of this Liquid Dark Stone for him. Laughing at him, the miners simply say, "There ain't no reward big enough for us to git' burnt to a crisp in some crazy fiery hell pit! Yer' Outta' yer damn mind!"

As the miners leave, the Blacksmith turns his attention to your group, with a smile.

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

Find a Gate that leads to the smoldering, lava-filled *Caverns of Cynder* and search that fiery world for Liquid Dark Stone to bring back. Once in the *Caverns of Cynder*, the Heroes must collect at least 1 Liquid Dark Stone for every full 2 Heroes in the Posse (Minimum 1), and then return to the *Mines*.

Special Rules

All Gates Lead to Cynder

All Gates in this Adventure lead to the *Caverns of Cynder*, even Gates found in the Caverns of Cynder (they lead to a different part of the world).

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines, automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Dread of Fights

For this Mission, all *Growing Dread* cards in the stack are revealed and played at the start of any Turn during a Fight.

Extra Scavenging - Cynder (3)

Each Map Tile in the *Caverns of Cynder* may be Scavenged up to 3 times.

Objectives

Collecting Liquid Dark Stone

Each Hero has been loaned a special Tomb Jar by the Blacksmith that can carry up to 3 Liquid Dark Stone markers in it.

While in the *Caverns of Cynder*, any Hero that Scavenges while standing on a Lava Space has a chance of finding Liquid Dark Stone! For each *Nothing Here* card discovered while Scavenging on a Lava space in Cynder, the Hero may collect 1 Liquid Dark Stone marker into his Tomb Jar.

When a Hero successfully Scavenges on a Lava space (whether or not Liquid Dark Stone was found), place the Scavenge marker on that particular space. Each individual Lava space may only be successfully Scavenged once, even if the Map Tile can still be Scavenged again.

Dangerous to Handle

Liquid Dark Stone is very pure, but also very unstable. While a Hero has 1 or more Liquid Dark Stone in his Tomb Jar, any time that Hero rolls a 6 for Move, the jar is jostled and may explode! The Hero must immediately make an Agility test based on the number of Liquid Dark Stone in the jar to prevent an explosion:

1 = Agility 3+, 2 = Agility 4+, and 3 = Agility 5+.

If the test is passed, the Hero is safe. If the test is failed, the Liquid Dark Stone explodes, destroying every marker in the jar as well as doing 1D Wounds to the Hero and every other model within 2 spaces. Any other Hero wounded by this also has their jar jostled, and must immediately make an Agility test of their own (unless their jar is empty).

Getting back to the Mines

Once the Heroes have decided they have enough Liquid Dark Stone, they must head back to the mine. At the start of any turn in which all Heroes are in the *Mines* and there are no Enemies on the board, the Heroes may leave the mine, ending the Adventure. If they have at least 1 Liquid Dark Stone between them for every full 2 Heroes in the Posse (minimum of 1), the Mission is successfully completed!

Reward

Every Hero gains 50 XP. Also, every Hero gains $100 for each Liquid Dark Stone brought back by the Hero Posse. Note that the Tomb Jars are returned to the Blacksmith and the Heroes do NOT need to roll for Corruption Hits from the Liquid Dark Stone in the jars.

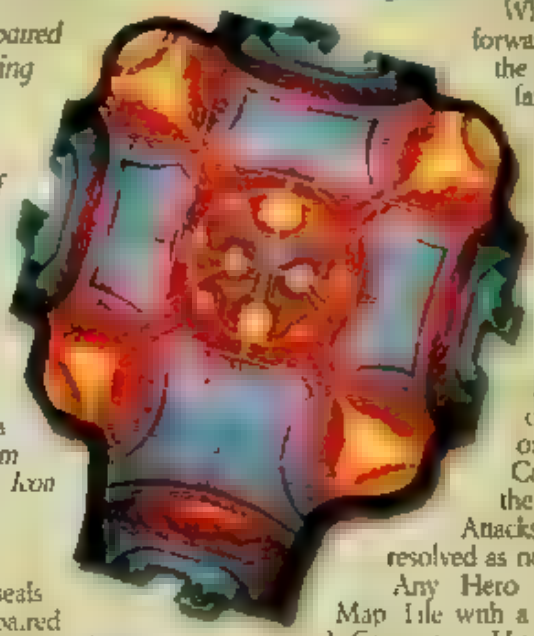
Failure

If the Heroes don't bring back enough Liquid Dark Stone, or the Mission is failed, every Hero takes D6 Corruption Hits from the tainted Tomb Jars before returning them to the Blacksmith.

BROKEN SEALS

Something has awakened deep in the Caverns of Cynder, an ancient evil that desires above all else to be free of its hellish prison! The most recent series of gates that opened into Cynder have weakened the magical seals that hold it captive. Massive quakes shake the hills to the very foundation of the Earth, and nearby towns have begun to collapse into the pits of fire that have cracked open in the desert floor.

The magical seals must be found and repaired before the beast is able to break free and bring about a fiery Armageddon unto the world!



Set Up

This Mission starts with the *Caverns of Cynder Entrance* Map Tile leading directly to the *Icon Platform* Cynder Map Tile. Other than beginning the game in the *Caverns of Cynder*, all Heroes start on the *Entrance* Map Tile as normal.

Remove the *Icon Platform* Map Card from the Cynder Map Deck. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this *Icon Platform* and no Exploration Token is placed on the *Icon Platform* room.

Mission Goal

The Heroes are searching for the magical seals that have been broken so that they may be repaired.

There are three variations for this Mission and the Heroes must choose before the Mission begins which Mission Length they want to embark on.

Mission Length	Objective
Minor Threat	One Broken Seal
Major Threat	Two Broken Seals
The End Times	Three Broken Seals

For each Broken Seal leave one Random exit of the *Icon Platform* Map Tile open as a Doorway. Any other exits on this Map Tile should be blocked off with End Caps. These open Doorways will each have a special stack of Exploration Tokens as listed below.

Special Rules

Limited Exploration Stacks (Set Up)

Divide all of the Exploration Tokens into one pile that have Clue Icons and another pile that do not have Clue Icons. Then take 1 Random Clue Icon Token and 2 Random non-Clue Icon Tokens and shuffle them together without looking to form a face-down stack of 3 Exploration Tokens. Place one of these stacks next to each open Doorway on the board at the start of the Adventure.

Anything that causes a Token to be discarded and re-drawn, will draw the next Token in that stack. If the last Token in a stack is re-drawn, it always counts as having a Clue Icon.

No Gates

For this Adventure, all Gates count as normal Doors.

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Quickening Pace of Darkness

Whenever the Darkness moves forward on the Depth Track because the *Hold Back the Darkness* roll was failed, it moves one extra space for each Broken Seal that has already been repaired.

Objectives

Finding a Broken Seal

Each time the Heroes find a Clue Icon, they have discovered one of the Broken Seals. Ignore any Doors listed on the Exploration Token. Instead one Random exit has a Gate End Cap placed there to represent the Broken Seal. Encounters and Attacks on the Exploration Token are resolved as normal.

Any Hero starting their Activation on a Map Tile with a Broken Seal automatically takes 1 Corruption Hit from the dark powers swirling around it!

Repairing a Broken Seal

Any Hero in one of the two spaces directly in front of a Broken Seal (the two spaces on the Gate End Cap Map Tile) may give up their Attack to attempt to repair that Seal. Make a Lore 6+ test. If passed, the Hero gains 50 XP and the Seal is repaired. Replace the Gate End Cap with a normal End Cap.

Once all of the Broken Seals have been repaired like this, the Mission is successfully completed.

Reward

The Reward gained is based on the Mission Length chosen before the Mission began. Each Hero gains 25 XP and 2 Loot cards for each Broken Seal in the Mission (shuffle the Loot deck between each Hero's draw). Also, if *The End Times* Mission Length was played, every Hero gains D3 Health/Sanity (any mix) for saving the world.

Failure

If the Mission is failed, each Hero permanently loses D3 Health/Sanity (any mix). Also, if *The End Times* Mission Length was played, the ancient evil escapes from Cynder and consumes the world! Good job! The Heroes, however, are pulled by an unseen force into a parallel dimension, very similar to their own, and dumped into the sprawling deserts of the Badlands. The Heroes must now live with the knowledge of their failure to save their own world.

OTHER WORLD : THE CAVERNS OF CYNDER

The Caverns of Cynder is a fiery dimension of lava and ash. It is filled with burning underground rivers of molten rock that flow and pool into lakes of fire. Massive alien temples are built into the walls, devoted to dark and powerful gods, and a name that is only hinted at in whispers of nightmares. Beli'al.

Cynder is home to many ancient evils, imprisoned within feeding on greedy travelers lured in by the promise of riches and power. These malevolent beings have been banished here to this world, now searching endlessly to find a way out of their own hellish existence. Fiendish Lava Men also roam the tunnels. Constructed through dark magik and formed out of the lava itself, these brutal beasts emerge from the pits to assault intruders and thieves.

Burning Hellscape

The cavern walls of Cynder are bare rock and hardened lava, while the floors are pooled or flowing magma with occasional parts of solidified crust that is hot to the touch, but usually stable enough to walk on. When this crumbling crust cracks and gives way though, it often spells fiery death to all but the most agile attempting to cross it.

In Cynder, the heat is so intense that the very act of breathing singes the lungs, while the ash and vapors spewed forth from the lava chimneys chokes the air. Waterfalls of lava pour from channels above and spatter travelers with scorching droplets, and bottomless chasms echo with the cries of tormented souls.

Dark Temples

Pathways and bridges are cut into the rock, with platforms and channels guiding rivers of lava to flow and pool throughout the cavernous tunnels and chambers. Dark temples are built in tribute to ancient gods with massive chains, burning runes, and gothic statuary standing watch for countless ages, passing judgement on any who cross into their domain.

Treasures of Cynder and Liquid Dark Stone

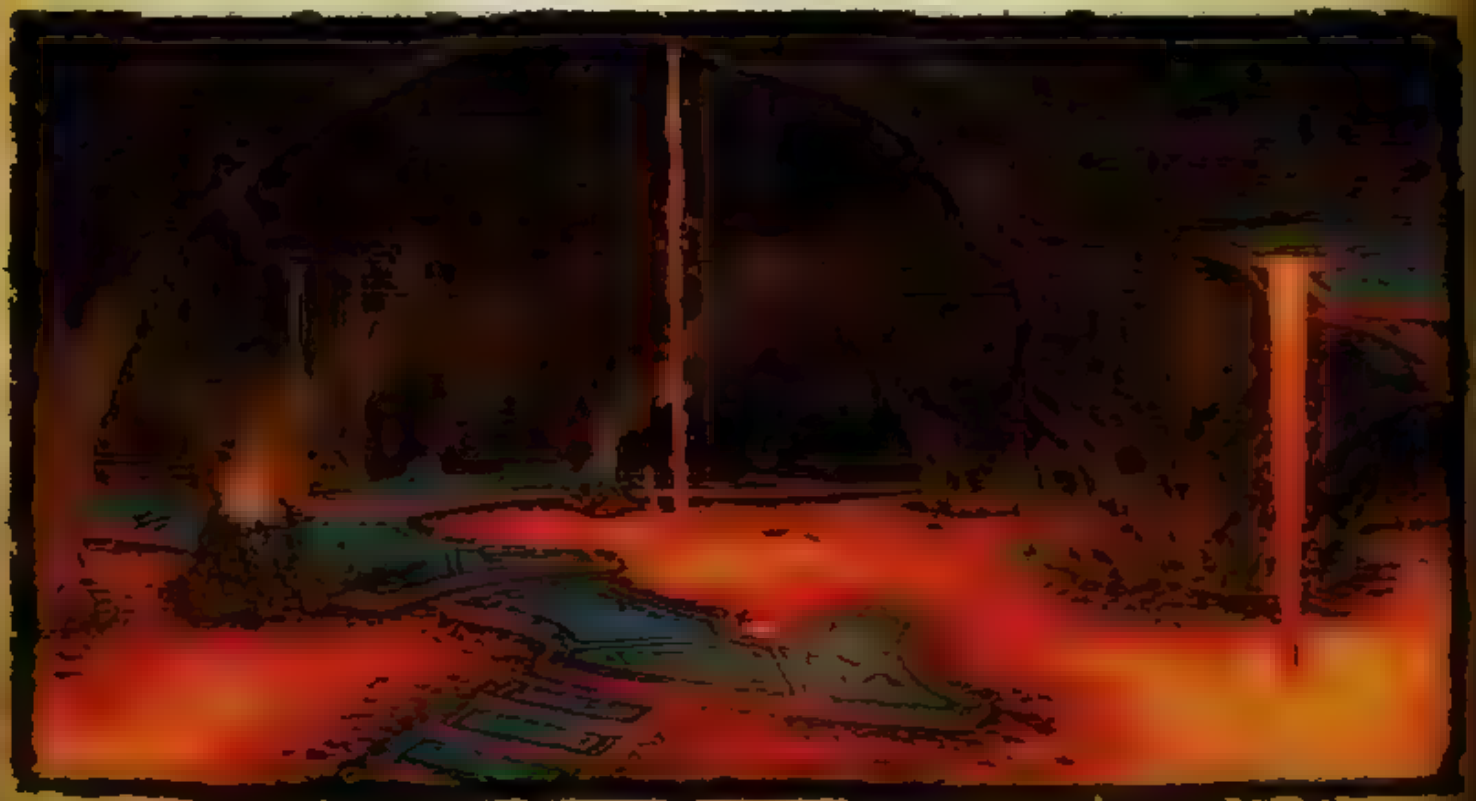
Though Cynder is home to all manner of ancient evil and fearsome creatures, it is also legendary for its vast vaults of gold and countless hordes of priceless treasures. Tales are told of chambers filled with precious artifacts collected from across all of space and time, and colossal statues made from pure Dark Stone.

Even within the rivers of molten magma run veins of liquid Dark Stone, melted down by the unimaginable heat and pressure of this world. This is the purest and most potent form of Dark Stone ever discovered, and also the most unstable and explosive.

There are even stories told of nightmarish Dark Lava Men, constructed not from the burning magma, but from the liquefied Dark Stone that flows through the deepest caverns in Cynder.

The Dark Lord Beli'al

Of all the ancient beings imprisoned in Cynder, there is one name that is feared above all else. Beli'al. Known as the Scourge of Worlds, Lord of Cynder, Last of the Shadow Kings, Beli'al is as old as time itself. A fallen Ancient, Beli'al was banished to the Caverns of Cynder for his treachery. He desires above all else to be set free from his eternal prison, and is constantly working to break the ancient seals that bind him, searching for cracks in reality that could be his key to escape.



ENEMY OVERVIEW

Lava Men

Beastly creatures formed from molten magma, Lava Men are monstrous guardians that roam the Caverns of Cynder. Forged by dark and ancient magik, these constructs rise up out of the lava to attack unwary travelers, and pull them down into the fiery depths.

Their bodies have a flowing core of burning lava which cools to a hardened outer shell on the surface, creating an armored skin of blackened rock, while their gaping maw and cyclopean eye shimmer with the searing heat of their hatred. Even the very ground they walk on is set ablaze with every step they take. Lava Men are seemingly the ambassadors to Hell itself, and they are waiting for those greedy and foolish enough to enter their world.

PAINTING GUIDE

STEP #1

1) Prime the models with matte black spray paint (use any matte -NOT Gloss- black spray paint which can be purchased inexpensively from a hardware store).
2) Dry brush the base with a mix of *Shadow Black*, *Dark Flesh*, and *Spirit White*.

STEP #2

1) Base coat areas between rocks and some choice rock areas with *Crimson Hand Red*.
2) Base coat the Lava Man's eye and inside the mouth with *Crimson Hand Red*.

STEP #3

1) Highlight within the red areas using *Molten Orange*.
2) Highlight within the orange areas using a mix of *Cynder Yellow* and *Spirit White*.
3) Carefully pick out some of the rocky edges around the eye and teeth with a bright mix of *Shadow Black* and *Spirit White*.

This painting guide shows how to easily paint your Caverns of Cynder Lava Men models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

HellBats

Demon • Void

Size: Medium

Initiative 6

Abilities:

Flight - *HellBats* move through other models and change targets each turn.

Nightmarish - For every Hit done by a *HellBat*, the Hero also takes 1 Horror Hit.

Move: 12 Escape: 3+

To Hit: Range	To Hit: Melee	Combat	Damage	Defense	Health	XP
-	3+	3	1	2	1	10

Elite Chart

1) Tenacious - *HellBats* are now Escape 5+.
2) Shielding - *HellBat Nightmarish* Horror Hits now do 2 Damage each.
3) Shadow Wings - +2 Defense
4) Barbed Tail - +1 Combat
5) Armored Scales - +2 Health
6) Razor Wings - *HellBat* Combat Hits now do 3 Damage each.

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Hungry Dead

Undead

Size: Medium

Initiative 1

Abilities:

Fear (1) - A Hero starting their Activation adjacent automatically takes 1 Horror Hit.

Move: 2 Escape: 4+

To Hit: Range	To Hit: Melee	Combat	Damage	Defense	Health	XP
-	4+	1	3	4	1	20

Elite Chart

1) Bloated - +2 Health
2) Ravenous - +2 Combat
3) Recently Dead - *Hungry Dead* are now Move 3 and Initiative 3.
4) Resilient - +1 Defense
5) Stench of Death - All Heroes on the same Map Tile as one or more *Hungry Dead* or *Corpse Piles* are now -1 on all of their To Hit rolls (natural rolls of 6 still count as Critical Hits).
6) Rotten Evil - All *Hungry Dead* are now Fear (2).

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FAQ AND CLARIFICATIONS

Q) What happens to *Burning Markers* on my Hero at the end of an Adventure?

A) All *Burning Markers* are removed along with Wounds, Sanity Damage, etc.

Q) What if I have one or more *Burning Markers* and then become Immune to *Burning Markers*?

A) Any *Burning Markers* you have are removed at the start of a turn in which you are Immune to them.

Q) Can I Attack an Enemy that is on a Pit area?

A) Yes. For Ranged Attacks, just make sure that you count the Pit area that the Enemy is in as 2 spaces of Range. For Melee Attacks, you just need to be in any space adjacent to the Pit area.

Q) In the *Defend the Bridge* Mission, do the Heroes get to draw Loot or Catch their Breath if there are no Enemies on the board?

A) No. This entire Mission is considered to be one long Fight! That is why it includes the *Desperation* Special Rule to allow Heroes some options, even during the long Fight.

Q) When playing a Mission with Enemy Entry Points, it says that Enemies with Move 0 are not placed as they are not able to enter the board. What if a Threat Card is drawn that only includes enemies with Move 0?

A) In this rare case, the Threat Card should be discarded and re-drawn.

Q) In the *Dark Deal* Mission, it is possible that the final Enemy will be either a Goliath or Harbinger. What if I don't have one of these Enemies?

A) If you only have one of these Enemies, then it will always be that Enemy. If you do not have either somehow, then instead use any XL or larger Enemy that you do have.

Q) In the *Hunt for Liquid Dark Stone* Mission, can Liquid Dark Stone be exchanged between Heroes?

A) No. A Hero may only carry the Liquid Dark Stone that they personally have collected.

CREDITS

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Pro-painter Aaron Lovejoy painted this beautiful Lavaman including a very detailed Caverns of Cynder-inspired base featuring a section of alien platform and bubbling lava!

Special Thanks -

To all the Kickstarter Backers that helped bring Shadows of Brimstone to life, Jack and Rosa Hill, Sadie, Sharon Adler, Caesar, Gael Goumon, Jeremy Hill, Matthew Dudley, Lora Nelson, Philip Magallanes, Chris Kemnow, Matthew Morgaine, Joel Flamme, BoardGameGeek.com, TheZombieGame.com, BrimstoneCowboy.com, Historex, Tidal Four, Q-Workshop, The Army Painter, and all of the fans who have helped support Flying Frog over the years.

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Doubles Rolled – Other World - Caverns of Cynder Depth Events

1	**Ambush Attack!** –	*There are fiendish creatures and demons in the dark places of the world!* **Ambush Attack!** - Draw a Threat to immediately Ambush the Heroes.
2	**Dark Dread** –	*Things are looking more and more bleak by the moment!* Draw a **Growing Dread** card to add to the stack.
3	**Creeping Darkness** –	*The Darkness is always searching for a way out.* Move the **Darkness** 2 steps forward on the Depth Track.
4	**Fires of Cynder** –	*The corrupting flames of Cynder erupt all around, burning the Heroes!* Each Hero in **Cynder** takes D3 *Burning Markers* and 1 Corruption Point, ignoring Willpower.
5	**The Burden of Judgement** –	*Shrieks of agony and torment echo through your mind as the dark eye of judgement falls on you, scrutinizing your worthiness.* Each Hero in **Cynder** immediately takes **2 Sanity Damage**, ignoring Willpower, for <u>each</u> Corruption Point he has.
6	**Flicker of Hope** –	*A flicker of hope can be seen through the flashing flames...you must press on!* Each Hero may immediately remove any *Burning Markers* they have as well as to either Heal 2D6 **Wounds/Sanity** (any mix) or remove D6 **Corruption Points**. **KO'd Heroes** may immediately Recover, rolling for their **Injury/Madness** and Healing 2D6 **Wounds/Sanity** (any mix) as normal for Recovering.

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